

# LancasterGames

# **FIREPOWER**

Tabletop Naval Rules for the period 1914 to 1945



## INTRODUCTION.

My first introduction to naval gaming began over 40 years ago. With a motley collection of various Airfix ships, the action was played out on the front room floor. When my friend's QE2 rammed my Bismarck and sank it, I knew something fundamentally was wrong with the rules. After all, he did write them.

In the intervening years I have read a number of WW2 and modern naval rules from a variety of authors. Most of the WW2 sets gravitate around the plotting of the individual shell, penetration of armour and where it detonates in the target ship. Hardly realistic considering the number of shells actually fired.

These rules take a different approach to classifying ships, for example, a battle cruiser was generally classed the same as other battle cruisers, and differences between ships of the same class were almost ignored. While this may not satisfy the purist, it prevents the excessive preoccupation of theoretical differences in weapon performance, armour protection, compartmentalisation and so forth. Besides, these alleged differences did not win battles or wars, and the most technologically advanced and powerful ships fell to the element most ignored by purists, the aircraft. This approach also prevents some ships not being used simply because their 'alleged' performance characteristics did not meet the players approval, which, of course, did not occur historically.

In many respects writing and researching this set of rules has been, in many ways a disturbing experience, more so than the other sets of rules that I have written. How so? When high explosive shells detonate in closely confined spaces such as a warship the results are devastating. The wounds inflicted on the crew by explosion, fire, and high speed metal fragments, are horrific beyond imagination. Then there is the horror of being trapped in a dark flooding ship. In our warm, fuzzy, safe tabletop war where no one gets killed and the crew all escape safely to 'fight' another day, please to have a thought about the men who did not return home. How much better we keep battle and conflict confined to the table top.

Peace and long life.

That being said, I have endeavoured to capture the firepower of Capital ships, the rate at which damage occurred, the confusion, the fire, the flooding, the explosions, the smoke. Successive editions will expand and refine the atmosphere, and it's all yours **FREE** of charge. In these rules **YOU** win the battles not your equipment, and that is what happened historically. The way you use your equipment is the key to success.

## WHAT YOU NEED

The equipment you need to play this game is a minimum of two players. At the end of the rules are some suggestions on how to run multi-player games, this is quite simple. Obviously you will need model ships, a playing surface, dice (some coloured red, blue, green and white) and some markers. All will be explained in due course.

## THE PLAYING AREA

The minimum recommended playing area is 6' by 4', an average of 4' or 5' by 8' will suffice for most games, even those that use aircraft. If using 1/700th scale models, I suggest using the floor or limit the action to small scale.

## PLAYING SCALE

These rules can be used for any of the popular scales, though most players will prefer the smaller scales for space and cost reasons. For the purpose of this game, scales are divided into two classes; 1/700th and smaller (sub-1/700th). The smaller scales range from 1/1200<sup>th</sup> to 1/6000th.

## TIME AND DISTANCE RELATIONSHIP

It would not be practical to use a directly proportional time, distance and model scale. For obvious reasons! Battles often took place over hours and days and covered a good deal of surface area. On average 30cm (12") represents 10,000m, 3cm equals 1000m, One turn of game time represents the passage of 30 minutes of real time.

## SHIP CLASSIFICATION

Ships are classed according to the below groupings. Which, in turn, is based on their real life role. The 'standard' classifications are demonstrated in the table below. Some ships are awarded a + or – postfix for their class, this denotes a finer grading (see list on P23). At the end of the rules is a list of ships according to their class. For now, slot ships in where appropriate.

Class	Description	Main	Secondary	Armour	AA
SB	Super Battleship	SB	CA	SB	30
BB	Battleship	BB	CL	BB	25
BC	Battlecruiser	BC	CL	BC	15
CA	Heavy Cruiser	CA	DE	CA	10
CL	Light Cruiser	CL	-	CL	7
DD	Destroyer	DD	-	DD	5
DE	Destroyer Escort	DE	-	DE	3
MTB	Torpedo Boat	T	-	-	1
SM	Submarine	T	-	DE	-
CV	Carrier	DE	-	DE	10
CVE	Escort Carrier	DE	-	DE	5
CVA	Armoured Carrier	CL	-	CA	20
AK	Cargo	-	-	DE	-
AKL	Large Cargo	-	-	DE	-

**Matrix 1**

Ships are classified from the perspective of 1945. Ships prior to 1935 have their class reduced by one and ships prior to 1910 are reduced by two classes. Thus, a ship classed as a Battleship in 1945 is classed as a **BB**, a Battleship of WW1 would have this reduced to **BC** and if the vessel is pre-1910 it would be classed as **CA**. The terms up-class and down-class are used. A **BC** is '2 up-class' of a **CL**, ie two steps up as on the above table. This works in the opposite direction as well, so the **CL** is '2 down-class' of the **BC**. The rules will also append a post-fix to a ships class and this is its propulsion/fuel system. **C** = Coal, **D** = Diesel/Oil, **G** = Gas turbine and **N** = Nuclear. The **G** and **N** post-fix are for the post 1945 modern period. **T**, on the above and below table(s) are Torpedoes.

Aircraft are represented by a few models on a stand, perhaps being supported at height by light wire, they represent a flight of up to five real aircraft. Aircraft are classified as **AS** for air superiority fighters, **TB** for torpedo bombers, **FB** for fighter bombers and dive bombers, **HB** for heavy bombers and **KM** for kamikaze.

An **HB** stand can represent 2, four engine heavy bombers or 4, twin engine.

## MODEL SCALE

Each model ship represents its real life counterpart. If you are using the small scale, it is best to mount the model on card a few millimetres thick. Sea relief can be then painted onto the ship's base enhancing it's aesthetic appeal.

## BATTLE SET-UP

Each ship is allotted a points value (which can be found at the end of the rules). Both players choose ships (and if applicable, aircraft) up to an agreed points value before the game, also, both players write down their orders of battle on paper. Such orders of battle has to describe the ships in each squadron, the flagship(s) and the position of squadrons in relation to each other using inches. The fleet will then move on table in this order. The fleets come on table from opposite table edges.

### C3

**C3** or **Command, Control and Communication**. This is an area of naval warfare that is practically totally ignored by contemporary naval wargame. In other rules you have complete control of all of the vessels in your fleet all of the time. In battle, naval warfare is characterised by bad weather, poor visibility, poor communications, during which you have to respond to unexpected enemy actions, damage, panic, confusion. Don't be put off these rules. Use the loss of control, in either side, as an opportunity to demonstrate your skill - or lack of it.

First, select your flagship, this is where **you** will be. Next organise all your ships into battle groups or squadrons. All ships of the same squadron must stay within the minimum distance of another member of the same squadron unless such circumstances such as damage makes this impossible. Each squadron must have an appointed flagship which must be the leading ship all others taking the same move and turning through the same angles. You must give each squadron a formation order and a movement order.

## MOVEMENT ORDERS

There are 4 movement orders, these are;

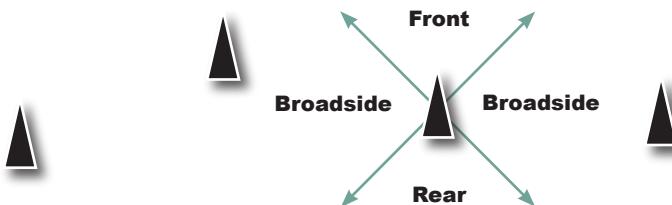
<b>ENGAGE:</b>	The squadron may move to engage and open fire at the enemy as the player wishes.
<b>INTERCEPT:</b>	Move as fast as possible toward the enemy, turning broadsides in Line Ahead (see below) and fire.
<b>BREAK-OFF:</b>	Disengage enemy now, moving directly away, in line ahead or line abreast if possible. Vessels must re-group when 24" away from enemy vessels of same or up class.
<b>MANOEUVRE:</b>	The squadron may move in accordance to player's wishes.

## FORMATION ORDERS

There are 4 formation orders, and these are:

<b>LINE AHEAD</b>	The leading ship of the formation must be the squadron flagship. All others must be in line and within the rear arc of the ship to its front.
<b>LINE ABREAST</b>	Each ship of the squadron must be within the broadside arc of another ship of the same squadron
<b>SCATTER</b>	All vessels attempt to evade attacking aircraft or submarines, the models moving in circles or right angles to do so.
<b>OPEN</b>	The squadron may adopt a formation as player wishes.

**Above:** an example of Line Abreast. It doesn't matter which ship is the squadrons flagship. Each ship must be within the broadside arc of another ship of the same squadron. The Broadside, Front and Rear arcs are described as the diagonals through an the ship as pictured in the below diagram.



## CHANGING ORDERS

Before the game begins, each squadron is issued a **Movement** and a **Formation** order of choice. Only the fleet's flagship may change a squadrons orders. Only one order can be changed per turn. However, all of a fleets squadrons (except the squadron that contains the fleet's

flagship) throw a die once per turn to see if they remain under control. Squadrons under control obey their orders, squadrons not under control will act on their own initiative. The throw to remain in control or to change orders is as on Matrix 2, use a six sided die (d6).

Current Formation or Movement order	Score required
Open or Manoeuvre Order	<b>4+</b>
Other Order	<b>2+</b>

### Matrix 2

The score of the die is modified if any of the below conditions apply.

<b>-1</b>	If the Squadron is more than 90cm from the fleets flagship.
<b>-1</b>	If the Squadron and/or Fleet flagship has received damage.
<b>-1</b>	If the squadron is under the <b>OPEN</b> formation order.
<b>-1</b>	If the Squadron is under the <b>MANOEUVER</b> movement order.
<b>-2</b>	If vision is obscured by smoke or bad weather (see below).
<b>+3</b>	If in possession of radio and/or radar.
<b>+1</b>	If Japanese pre-1944.
<b>-1</b>	If WW2 and Americans at night.

## BREAK-OFF

When any of the below conditions apply a squadron will break off any action on a score as on matrix 3 below, use a d6.

At least half (round down) of the ships in the squadron have lost 2 or more main battery classes.

At least quarter (round down) of the ships in the squadron have been destroyed.

Nationality	Score Required on D6
Japanese.	5+
British, American, German.	4+
French, Italian, Other.	3+

**Matrix 3**

+1 to the die for every friendly squadron that has broken off within 90cm of the squadron starting from the games beginning.

A squadron breaking off will leave the combat area as fast as possible and head for its own side's table edge. If the squadron is also under air attack, then the squadron can move off table under a **SCATTER** order. It is removed from play when the table edge has been reached. No overhead fire is permitted. A squadron cannot pass through or interpenetrate another squadron. However, gaps between squadrons may be passed through if the gap is greater than 10cm. Ramming ships is not allowed as historically, though this did occur, it amounted to little significant effect, or futile gesture.

## ACTING ON OWN INITIATIVE

Ships that fail the die throw to remain under control (i.e. Under your direct control) as on **MATRIX 2**, act on their own initiative. Throw on **MATRIX 4**, which is on the next page, and follow the course of action. Throw first for the squadron's flagship, then for every other ship in the squadron. Ships continue to act on own initiative until the throw is succeeded as on **MATRIX 2**.

Course of Action	Die Score if Flagship	Die Score if not Flagship
Change Movement order to Intercept and head for enemy of similar (1+/-cl) or same class, if none, then engage any enemy vessels of lower class.	<b>1, 2</b>	
Change movement orders to disengage	<b>3, 4</b>	
Follow ship in front if in Line Ahead otherwise follow flagship		<b>1, 2, 3</b>
Make a maximum turn to starboard and continue straight ahead until control is restored	<b>5</b>	<b>4</b>
Make a maximum turn to port and continue straight ahead until control is restored	<b>6</b>	<b>5</b>
As player wishes		<b>6</b>

Matrix 4

## MINIMUM DISTANCE

As we have stated before, all ships of a squadron must stay within the minimum distance unless circumstances make this impossible. The minimum distance is as on the following matrix.

PERIOD	MINIMUM DISTANCE	MOVE RATE
Pre-1919	2"	4"
1920-1935	4"	5"
1936-1950	8"	6"

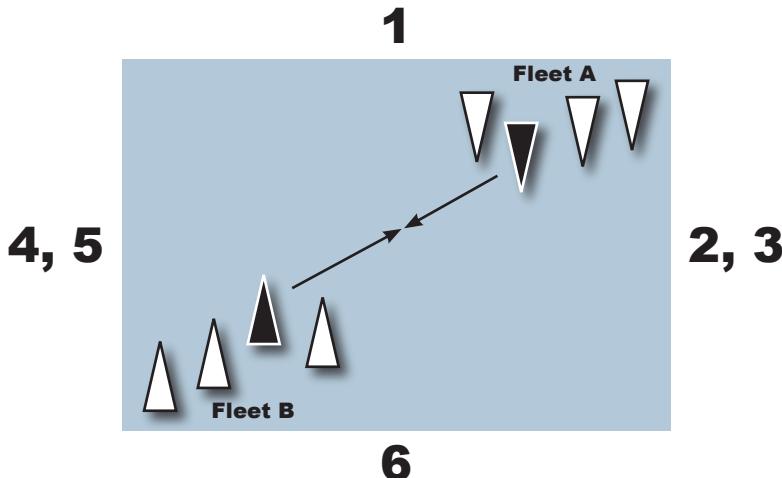
Matrix 5

## MOVEMENT

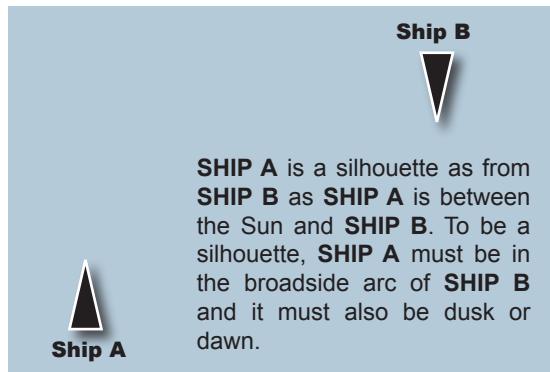
The maximum **Move Rate** is given in the above matrix. This is the Move Rate for the smaller scales. If you are using the larger scales, 1/600<sup>th</sup> or 1/700<sup>th</sup> double or triple this rate.

## BATTLE AREA CONDITIONS

This section describes time of day/night, weather and the position of the sun. We next dice for the direction of the sun, the below diagram demonstrates this;



Throw a d6, compare the result with the above table. This is the table edge that has the sun, if the battle takes place at dusk or dawn, ships may be silhouetted and easier to target. In the below diagram, the player has thrown a 5 (as above) and demonstrates how **SHIP A** is silhouetted from the point of view of **SHIP B**. The same applies to any ship or fleet under these circumstances.



To discover day/night/dusk/dawn and weather conditions, throw 2d6 or 1D12 on the matrix below;

DIE SCORE	TIME OF DAY	WEATHER
1 - 4	DAYLIGHT	GOOD
5 - 6	DAYLIGHT	BAD
7	NIGHT	GOOD
8	NIGHT	BAD
9	DUSK	GOOD
10	DUSK	BAD
11	DAWN	GOOD
12	DAWN	BAD

Matrix 6

Weather affects gunnery range and accuracy. Now, things get exciting.

## RANGE

The range at which targets can be fired on is as on the below matrix. For 700th scale multiply the range by two.

		Pre-1914		1914 - 1935		1936 - 1950	
BATTERY CLASS		Short	Long	Short	Long	Short	Long
SB		6"	12"	12"	24"	18"	36"
BB		6"	12"	12"	24"	18"	36"
BC		6"	12"	12"	24"	18"	36"
CA		5"	10"	8"	15"	10"	20"
CL		5"	10"	8"	15"	10"	20"
DD		5"	10"	8"	15"	10"	20"
DE		5"	10"	8"	15"	10"	20"
T		5"	8"	6"	12"	6"	12"

Matrix 7

The score to hit a target is as on **Matrix 8**. Throw once each for the Main and/or Secondary Battery. The die score is modified **BEFORE** **Matrix 8** is consulted. Use a six-sided die.

TO HIT	
SHORT RANGE	LONG RANGE
4+	6+

Matrix 8

As mentioned on the previous page the die score is modified if any of the below apply **before** Matrix 8 is consulted.

**Firing at night is only possible with radar or flares, please see the section on the use of these later**

- +1 If firing on a target that has previously fired.
- +1 If firing on a silhouetted ship.
- +1 If firing in Line Ahead and under control (see Page 6).
- +1 If firing on **CV, CVE, CVL, AK or AKL**.
- 1 **SB, BB or BC** Battery Class firing on **CA or CL**.
- 1 If the target is under scatter orders.
- 1 If in bad weather.
- 1 For every 10 degrees list.
- 1 If Dawn or Dusk.
- 1 If firing when moved more than half of your move rate.
- 2 If night.
- 2 If **SB, BB or BC** Battery Class firing on **DD or DE**.

Make a note of how by many the score '**TO HIT**' is exceeded or failed, add it to the score of a d6 then modify it by cross referencing the firing Battery Class with the Ship Class of the target as on the below Matrix. Now, with your final modified score consult the following Matrix to establish the level of damage on the target ship.

FIRING BATTERY or AIR- CRAFT CLASS	TARGET SHIP'S CLASS						
	SB	BB	BC	CA	CL	DD	DE
SB	0	+1	+2	+3	+4	+5	+6
BB (HB)	-1	0	+1	+2	+3	+4	+5
BC (TB)	-2	-1	0	+1	+2	+3	+4
CA (KM)	-3	-2	-1	0	+1	+2	+3
CL (FB)	-4	-3	-2	-1	0	+1	+2
DD	-5	-4	-3	-2	-1	0	+1
DE	-6	-5	-4	-3	-2	-1	0

Matrix 9

DAMAGE LEVEL		
DEFINITION	CODE	FINAL MODIFIED SCORE IS...
No Effect/Miss.	-	-4 or less
Superficial	S	-3 to 1
Light	L	2, 3
Medium	M	4, 5
Heavy	H	6, 7
Extensive	E	8, 9
Catastrophic	C	10+

Matrix 10

## DAMAGE

The next step is to determine the damage inflicted. Throw four d6 which are coloured **RED**, **BLUE**, **GREEN**, and **WHITE**, cross reference the result with the damage level inflicted as on MATRIX 10. For each die consult the appropriate tables and apply the results.

## RED DIE

Damage Level (Flooding)							
Die Score	S	L	M	H	E	C	Aspect
1	-	-		5	10	15	Bow
2	-		5	10	15	20	Stern
3	-	5	10	15	20	25	Port
4	5	10	15	20	25	S	Port
5	10	15	20	25	S	S	Starboard
6	15	20	25	S	S	S	Starboard
Special Effect	6+	5+	4+	3+	2+		

# BLUE DIE

Die Score	Damage Level (Propulsion)					
	S	L	M	H	E	C
1	-	-	-	-	1/2	1
2	-	-	-	1/2	1	2
3	-	-	1/2	1	2	3
4	-	1/2	1	2	3	4
5	1/2	1	2	3	4	5
6	1	2	3	4	5	6
Special Effect	-	6+	5+	4+	3+	2+

# GREEN DIE

Die Score	Damage Level (Armament)					
	S	L	M	H	E	C
1	-	-	-	-	-1	-2
2	-	-	-	-1	-2	-2
3	-	-	-1	-2	-2	-3
4	-	-1	-1	-2	-3	M
5	-1	-1	-2	-3	M	M
6	-1	-2	-3	M	M	M
Special Effect		6+	5+	4+	3+	2+

# WHITE DIE

Die Score	Damage Level (Superstructure)					
	S	L	M	H	E	C
1	1	2	3	4	5	6
2	2	3	4	5	6	7
3	3	4	5	6	7	8
4	4	5	6	7	8	A
5	5	6	7	8	A	A
6	6	7	8	A	A	A
Special Effect	6+	5+	4+	3+	2+	

**RED DIE:** The result is the amount of list in degrees. Throw another die on the ASPECT column to establish if the list is to the Bow, Stern, Port or Starboard. The aspect is optional. The effects are cumulative, if listing exceeds 40° or receives an **S** result, the ship turns turtle and sinks. When shooting -1 to hit for every 10 degrees of list.

**BLUE DIE:** The result is the loss of movement rate as expressed in inches. If the result is also a Black square then throw once on **MATRIX 4** middle column. The effects are cumulative, so if the ship's speed is reduced to 0 or below then the ship loses all propulsion and cannot move.

**GREEN DIE:** The result is how many battery classes the ship loses. If the ship also has a Secondary Battery class then the Secondary Battery is reduced at half the rate (rounding down) of the Main Battery. The effects are cumulative. If the ship receives an **M** result, the ship explodes in a huge flash and ball of flame sending huge chunks of twisted metal hundreds of meters in the air and sinking immediately.

**WHITE DIE:** The result is the number of fire points inflicted. If the fire points exceed 6 then -1 to the die when dicing '**TO HIT**' due to severe

fires and smoke. If fire points exceed **8** then **-2** to the die when dicing 'TO HIT' the cause of which is a combination of intense fires, smoke and heat. The ship must pull out of formation and head out of the combat zone towards its own table side. If fire points exceed 12 or receives an **A** result, the ship has to be abandoned and left to burn.

On each table is repeated a special effect row, throw one die and consult the below table:

SCORE	SPECIAL EFFECT
<b>1</b>	C3 hit, the ship has to act on its own initiative for the remainder of the game.
<b>2</b>	Dice once again on each of the above damage tables.
<b>3</b>	Engine Rooms/Boilers/coal bunkers/oil tanks receive a critical hit resulting in severe fires and explosions which reduces the ships movement by half every turn.
<b>4</b>	Power supply units, generators are hit and shut down. The ship loses power. The vessel is unable to use armament and radar.
<b>5</b>	Fuel. Oil tanks rupture and catch fire spilling burning fuel into the sea. Coal bunkers ignite, coal dust laden air may explode, causing severe fires. Throw once on the <b>WHITE DIE</b> table above. If the ship is Oil fuelled use an irregular piece of brown cloth to simulate the leaking fuel.
<b>6</b>	<b>Munitions.</b> In a dramatic fireball the ship erupts in a fierce explosion as the ship's munitions detonate sinking the ship within 2d6 minutes.

Damage, especially fires can be simulated by copious supplies of appropriately coloured cotton balls. It is also a good idea to have some model ships in various stages of sinking.

## TORPEDOES

Torpedoes have a move of 6". The Japanese Type 93 Long Lance has a move on 9", a short range of 12" and a long range of 24". The target has to be nominated at launch. A marker is used to represent the movement of the torpedos towards their intended target. The marker is not moved in a straight line but are moved towards the nominated target ship, this simulates more accurately the course prediction of the target by the torpedo crew and shows the symbolic movement of torpedoes toward their intended target. In real life, of course, torpedoes moved relatively straight. If the range to the target is closer than a torpedo's move, no marker needs to be used. When the moved marker intersects that of the target ship a potential number of hits can be recorded. This is achieved by throwing a '**plus**' d6 and subtracting from it a '**minus**' d6. The score is modified if any of the following criteria is met;

+1	If the target is BC, BB, SB, AK, AKE, CV, CVE or CVA class.
-1	If the weather is bad or sustained Medium Damage.
-1	If it is Dusk or Dawn.
-2	If at night or is a damaged Submarine or any vessel that has sustained Extensive Damage.
-2	If at long range.

The result, if negative or positive **may** indicate that the target has been hit, either by single or multiple hits. We are not going to distinguish between single and multiple hits as this creates extra work, slows down play and we've worked it into the hit result. Next consult **MATRIX 11** below and cross reference the target ship's class and the period of the torpedo and add the result to your score. The Japanese Long Lance torpedo has a special entry because of its effectiveness.

TORPEDO PERIOD	TARGET SHIP'S CLASS						
	SB	BB	BC	CA	CL	DD	DE
Long Lance	-2	-1	+0	+1	+2	+3	+4
Post 1935	-3	-2	-1	0	+1	+2	+3
1920 - 1935	-3	-3	-2	-1	0	+1	+2
Pre-1920	-4	-3	-2	-1	0	+1	+1

Matrix 11

Next, look up this score on **MATRIX 10** to establish the damage level inflicted on the target. Next, throw on the **RED**, **BLUE** and **GREEN** die tables to record the damage. The **WHITE** die table (superstructure) is not used.

## AEROPLANE ACTIONS

It was, in essence, the Washington treaty that sealed the fate of the big gun warship. If it were not for this agreement the development of the battleship platform may have gone ahead unabated. Of course, in time someone would have put two and two together, and voila. As it was, the treaty forced 'think tanks' to seek other solutions to demonstrate armed naval power. The aircraft was there waiting in the wings (pardon the pun) and because of the Washington treaty, the aircraft (and by extension the carrier borne force) began its domination of warfare. The point of this paragraph is summed up in the question 'Did the aircraft make the battleship redundant'? The introduction of aircraft is of course going to fundamentally change your naval games, and to answer the question, "only without adequate air cover". Modern naval combat is a combined arms affair. Forget this basic fact and your big gun fleet is doomed.

Aircraft are represented by a few models on a stand, perhaps being supported at height by light wire, they represent a flight of up to five real aircraft. Aircraft are classified as **AS** for air superiority fighters, **TB** for torpedo bombers, **FB** for fighter bombers and dive bombers, **HB**

for heavy bombers and **KM** for kamikaze. An **HB** stand can represent, 2 four engine heavy bombers or 4 twin engine.

Aircraft are not given orders per se, as they are written into the aircraft's class, they act within their class role. Some aircraft types may have more than one class. However, an aircraft can only have one class during a game. Before the game begins, aircraft are organised into waves. A wave can consist of any number of aircraft stands and may contain a mix of class. A wave can come onto table at the appropriate point in the sequence of play on a throw of **5+** (d6) or **6+** if there is bad weather or at dusk/dawn. No aircraft actions can occur at night. Aircraft stands move at up to **18"** (twice this for 1/700th scale) per turn and can make any number of turns. When aircraft come within **4"** of another aircraft stand or ship they may engage each other. The player whose turn it is may pair off aircraft stands as he sees fit, and places any aircraft stands attacking ships short of their target. He may also work through each combat once for each aircraft stand in any order he wishes. When aircraft fight each other **BOTH** stands throw a die and add their combat factor. When an aircraft stand attacks a ship it throws a die to score a hit. The combat factors and scores to hit are as on **MATRIX 12** below. **TB**, **FB** and **HB** stands are placed short of their target when attacking surface ships. **KM** stands are moved into contact with the target.

SHOOTERS' CLASS	TARGETS' CLASS						BC+
	AS	FB	TB	HB	KM	CA-	
AS	0	+1	+2	+3	+2	-	-
FB	0	0	+1	+2	+1	6+	5+
TB	0	0	0	+1	+2	+5	+4
HB	0	0	0	0	0	+6	+5
KM	0	+1	+2	+1	0	+4	+3

Matrix 12

The scores in the two far right columns is the score required for the aircraft to hit a target which is a surface vessel. **CA-** means any ship including and lower in class than **CA**. **BC+** means any ship including **BC** class as well as **CV**, **CVE**, **CVA** and **AK/L**. The scores in the other columns is the combat factor when fighting aircraft and is added to the score of a d6. Both scores are compared, if the scores are within 3, then a no result occurs and the combat continues next turn. If one score is higher than three, then the higher score has victory. The losing stand is destroyed and removed from play. However, casualties may have been inflicted on the winning stand. Throw a d6, if the score is 1 or 2 then no effect, -1 if the score is 3 or 4 and -2 if the score is 5 or 6. This score then modifies the score of the d6 when dicing for combat in addition to the modifiers on **MATRIX 12**. **KM** stands are removed when they hit their target. Aircraft stands that pass their score to hit on surface vessels as in the **CA-** and **BC+** columns, if the score in those columns are equalized or exceed, modify it by using **MATRIX 9**. Then consult **MATRIX 10** this will establish the level of damage. Next, throw on the **BLUE**, **GREEN**, **RED** and **WHITE** damage tables and apply the result. An aircraft's use of Torpedos, bombs or air-to-surface missiles are written into the factors.

## ANTI-AEROPLANE ACTIONS

On **MATRIX 1** in the right hand column is the number of **AA** points a ship will have. Attacking aircraft are placed 4" short of their target,

before they can conduct their attack, the target vessel is allowed to shoot at them. For every 5 full points the vessel has it gets to roll one die. Roll one die at a time while clearly nominating shooter and target. If the score is 6 the target is destroyed. If the score is 5 the target receives a -2 to its 'to hit' and/or combat factors, if the score is 4 the target receives a -1 to its 'to hit' and/or combat factors.

Remember, during battle a vessel's battery class is reduced, its **AA** points is also reduced in a like manner. For example, if a BB with 30 **AA** points has its battery class reduced to **CA**, its **AA** points will be reduced to 10, see **MATRIX 1** on Page 5.

## SUBMARINES

Submarines are treated, near enough in every respects the same as surface ships except for the following.

Submerged submarine models may be false. One real submerged submarine model can have up to three false models which may be moved like real subs until revealed as false. The false models have to be within **24"** of the real sub. False targets should induce a degree of fear and paranoia which happened in real life. As an example, the fear of U-boats caused the Rodney and Duke of York to leave the Bismarck to the cruisers. Real submarines start the game submerged and are revealed when they surface, fire or are engaged by surface ships. They conduct torpedo attacks as if surface ships already discussed.

Submarines may only be effectively engaged by **DD** and **DE** class ships. The **DD** or **DE** has to move to within **2"** of the target submarine model (even if it is a false target) and conduct a depth charge attack. The score to succeed in the attack is **6+** to destroy the target and **5+** to damage it. Submarines can only engage surface targets.

## GAME SEQUENCE

Players take it in turns to work through the following sequence. Both players throw a die, the players with the highest score has the option of taking the first turn or passing it to his opponent. The turn sequence is:

A	Change an order.
B	Make Brake-Off moves. Note: break-off test are done as soon as the conditions for testing occur, but the actual move is made here.
C	Any ships acting on their own initiative can make their move in this segment of the turn. After a ship has moved, it can conduct fire. Make sure ships acting on their own initiative obey the table as on Page 10. Ships acting on their own initiative can be moved in an order the player wishes.
D	Squadrons under control obey their orders. The player can move them in any order he wishes. After each ship has made its move it can fire. The move rate is found on MATRIX 5. They can also make one turn of up to 90°, or up to 45° if BC class or higher (includes CV, CVE, CVA, AK and AKL classes).

In other historical periods, having an alternate fire system is inherently unrealistic as in real life one side does not obligingly stand still while the other shoots at it. Fire and movement of both sides is intermittent to the degree of being simultaneous over a given period of time. However, accounts of naval battle suit alternate fire, as accounts report ships in the middle of a gunnery duel suddenly being hit by an on target salvo, and that is generally the end of the story.

## VICTORY CONDITIONS

When half of a players squadrons break-off, the game is considered lost. See P9.

## USE OF RADAR AND FLARES.

The use of radars and flares are written into the modifiers already in the game, see Page 13. Firing at night is only possible with the use of flares, radar or are Japanese. It took a while for the Americans to learn how to use radar, and while on paper this should seem to give the Americans a huge advantage, it was often negated by the Japanese extraordinary keen night-fighting ability. It is hard to measure with any degree of accuracy the effectiveness of the American radar because when they did learn how to use it, the Japanese training levels had fallen off somewhat.

Obviously use of radar and flares can only occur after 1940.

## POINTS VALUE.

As we mentioned on Page 6, before the battle, both players choose ships and aircraft to an agreed points value. Of course, this is totally unrealistic, and unless playing a campaign, is necessary for a fair battle. The points values are as below. You can easily insert ships where required and have included a number of examples. A further edition will expand this list greatly, but, for now, this will get you started.

CLASS	POINTS	EXAMPLES
SB	30	Yamato, Musashi, Shinano.
BB+	25	Washington, South Dakota, King George V.
BB	20	Nagato, Bismarck, Rodney.
BB-	15	Hyuga, Ise, Kirishima, Warspite.
BC+	12	Scharnhorst, Gneisenau.
BC	10	Hood, Indefatigable, Invincible.
BC-	8	Repulse, Renown.
BC--	7	Deutschland, Graf Spee, Scheer.
CA+	6	Tone, Chikuma, Chokai.
CA	5	Indianapolis, Cornwall, Suffolk.
CA-	4	Hipper, Prinz Eugen.
CL	3	Noshiro, Ajax.
DD	1	Fletcher, Fubuki, Cossack, Narvik Class.
DE	1	
SM, MT	1	U-Boats, I-Boats, Vosper.
CVA	10	Shinano, Kaga, Akagi.
CV	7	Shokaku, Zuikaku, Enterprise.
CVE	5	Zuiho,
AK, AKL	1	Tankers, Cargo and Supply Ships.
Any Aircraft +	3	Zero, Mustang, Black Widow, Fortress, FW 190.
Any Aircraft	2	Me109, Hellcat, Avenger, Val.
Any Aircraft -	1	Italian aircraft.

The use of the + or - modifications is optional. Ships classed as + (plus) get a +1 on **MATRIX 9** when fighting ships of the same class, while ships of - (minus) class get a -1 on **MATRIX 9** when fighting ships of the same or upper class. + (plus) Class aircraft get a +1 on **MATRIX 12** when fighting other aircraft while - (minus) class aircraft get a -1 on the same Matrix when fighting aircraft.

We will hopefully, produce an additional module that will contain the fleets of the world, together with some campaign rules. This project has been in the planning stage for some time and, depending on our commitments, will appear at some point. We also aim to extend these rules up to the present day. If however, you would like to comment, suggest new rules, modifications or lists etc. Please feel free to do so.

## IN CONCLUSION

Well, that is it. I hope you have enjoyed reading the rules and hopefully will enjoy playing them.

We value your comments, playing experience and feedback. If you would like to contact us please do so via the address below.

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